



CARCINIZATION

HOME BREW

A crabby supplement by sireacquired
for Dungeons & Dragons 5e (2014)

CARCINIZATION

CRABS. ON A LONG ENOUGH TIME SCALE, everything evolves into crabs. This phenomenon is known as carcinization. The worlds of fantasy are no exception; all life will converge to that form ordained by natural selection, the crab. This supplement presents some of the crab creatures, both in the form of playable races and terrifying monsters, sure to be found in the far future of the worlds of Dungeons & Dragons.

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ART CREDITS

Cover. Titan WarCrab #1 by Antonio Poliko | [ArtStation](#)

Page 2. Legends Decks - Ankle Snapper Mudcrab by Jeffrey Read | [ArtStation](#)

Page 4. Dwarf Monster Slayer by Mirko Properzi | [ArtStation](#)

Page 5. Tidepool Gnome by Alan Smith-Daigle | [ArtStation](#)

Page 6. A Monster Emerges - 'Crab-Man' Personal Concept by Marcus Whinney | [ArtStation](#)

Page 7. crab devil by chatturong chaiyapan | [ArtStation](#)

Page 8. CRAB ON FACE by sundeepp parmar | [ArtStation](#)

Page 10. Akuma Kani by Christian Johnson | [ArtStation](#)

Page 11. angry crab dragon by Angelo Lafaye | [ArtStation](#)

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Page 15. Dragonskull Hermit Crab by Basith Ibrahim | [ArtStation](#)

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CRAB RACES

CRAB AASIMAR

Of course the divine would partake in the crab. Whether you are the product of a dalliance between a god and a crustacean or have been blessed with the decapodian form as a divine favor, you bear the marks of both your celestial and crab heritage. Since they tend to appear at a very low rate as individuals within a population of other kinds of mortals, crab aasimar generally do not form their own societies.

CRAB AASIMAR TRAITS

As a crab aasimar, you have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your base walking speed is 30 feet.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Healing Claws. As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled. Once you use this trait, you can't use it again until you finish a long rest.

Light Bearer. You know the *light* cantrip. Charisma is your spellcasting ability for it.

Crustacean Revelation. When you reach 3rd level, you can use a bonus action to unleash the crustacean energy within yourself, transforming your body. Your skin hardens into an exoskeleton, you grow gills, and claws start to form on your hands. You have a swimming speed equal to your walking speed, you can breathe air and water, you have a +2 to your AC, and once on each of your turns, you can deal extra bludgeoning damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.

Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using this revelation, you can't do so again until you finish a long rest.

Languages. You can speak, read, and write Common, Aquan, and Celestial.

CRAB DRAGONBORN

Crab dragonborn are descended from the mightiest of all creatures, and also dragons. Some are the offspring of a dragonborn and a crab, while others are the progeny of a crab human and a dragon. Due to the rarity

of crab dragonborn, those born to two crab dragonborn parents are few and far between, but are generally considered most delicious when steamed and served with butter and lemon.

CRAB DRAGONBORN TRAITS

As a crab dragonborn, you have the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Creature Type. You are a Humanoid.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of destructive energy in a shape determined by your Draconic Ancestry. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Draconic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Crab Exoskeleton. Starting at 5th level, you can use a bonus action to manifest crab-like shell armor. This armor lasts for 1 minute. For the duration, you have a +2 bonus to your AC and any critical hits against you are instead treated as normal hits. Once you use this trait, you can't do so again until you finish a long rest.

Draconic Resistance. You have resistance to the damage type associated with your Draconic Ancestry.

Languages. You can speak, read, and write Common, Aquan, and Draconic.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line
Blue	Lightning	5 by 30 ft. line
Brass	Fire	15 ft. cone
Bronze	Lightning	15 ft. cone
Copper	Acid	15 ft. cone
Gold	Fire	15 ft. cone
Green	Poison	5 by 30 ft. line
Red	Fire	5 by 30 ft. line
Silver	Cold	15 ft. cone
White	Cold	5 by 30 ft. line

CRAB DWARF

Dwarves are known for mining, digging ever deeper and deeper. It is no surprise that some dwarves would come upon great caverns of groundwater while others suffer catastrophic flooding in their mining camps. It is even less of a surprise that, in order to better survive in these semi-aquatic environs, these dwarves would adapt to take on the hardest traits of the magnificent crab.

In order to adapt more quickly to their subterranean marine existence, crab dwarves live slightly shorter lives than other dwarves, typically from 200 to 250 years.

CRAB DWARF TRAITS

As a crab dwarf, you have the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Creature Type. You are a Humanoid. You are also considered a dwarf for any prerequisite or effect that requires you to be a dwarf.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet. Additionally, you can walk normally across the bottom of a body of water.

Amphibious. You can breathe air and water.

Crab Dwarven Combat Training. You have proficiency with the javelin, spear, trident, net, and all crossbows.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Shell Armor. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Sink Like a Stone. You can choose to alter your buoyancy to sink up to 250 feet in water at the start of each of your turns.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Languages. You can speak, read, and write Common, Aquan, and Dwarvish.

CRAB ELF

Elves have always been strongly attuned to nature. As time advanced and it became clear that nature most favors the crab, some elven societies were able to adapt their physical forms to more closely resemble those most noble crustaceans. Like other elves, crab elves can live to be 750 years old.

CRAB ELF TRAITS

As a crab elf, you have the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Decapodian Appendages. You have a pair of additional arms that end in thin claws. These claws can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or make an unarmed strike. When you make an unarmed strike with one of these claws, it has the finesse and light properties and deals bludgeoning damage equal to 1d4 + the ability modifier used for the attack roll on a hit.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Languages. You can speak, read, and write Common, Aquan, and Elven.



CRAB GNOME

When gnomes came upon great beaches and aquatic realms, they were delighted by the varieties of new animals, and none moreso than the crab. When gnomes decided to build their own aquatic societies in seaside burrows and sand castles, they were delighted once again to take on the glorious form of the crustacean.

CRAB GNOME TRAITS

As a crab gnome, you have the following traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid. You are also considered a gnome for any prerequisite or effect that requires you to be a gnome.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Crab Camouflage. You have advantage on Dexterity (Stealth) checks you make in coastal, lakebed, riverbed, seafloor, or other similar environments.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Earth Shaper. You know the *mold earth* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this race).

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against spells.

Speak with Aquatic Beasts. Through sound and gestures, you may communicate simple ideas with beasts that have a swim speed.

Languages. You can speak, read, and write Common, Aquan, and Gnomish.

CRAB GOBLIN

Picture a small creature, mischievous but not necessarily malicious, darting from cover to cover in the smallest cracks and crevices. Is this creature a crab or is it a goblin? It is both; it is a crab goblin.

CRAB GOBLIN TRAITS

As a crab goblin, you have the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Crevice Dweller. You are considered one size smaller when determining what spaces you can move through.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages. You can speak, read, and write Common, Aquan, and Goblin.





CRAB HALFLING

Crab halflings maintain the even temperament and love of simple pleasures of their more terrestrial halfling cousins. Their appearance is largely unchanged, with only the slightest suggestion of a shell or claw. Their adaptations to an aquatic lifestyle are more on the practical side, such as the development of gills enabling them to breathe water to become more acclimated to their watery homes.

CRAB HALFLING TRAITS

As a crab halfling, you have the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Brave. You have advantage on saving throws against being frightened.

Hidey Hole. If you are standing on sand, loose earth, snow, ice, or mud, you can burrow 5 feet straight down and attempt to Hide as a bonus action.

You can use this trait a number of times equal to your proficiency bonus and you regain all expended uses when you finish a long rest.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common, Aquan, and Halfling.

CRAB HUMAN

Humans are known for their versatility. So too, are crabs. Crab humans take after generalist crabs, adept with a range of skills and abilities. Amongst the crab peoples, crab humans show the greatest change in appearance to mimic that of the magnificent crab. They have a hardened skin for protection, but not an oversized shell. They may have additional ornamental quasi-decapodian limbs, but not dangerous claws.

CRAB HUMAN TRAITS

As a crab human, you have the following traits.

Ability Score Increase. Four ability scores of your choice each increase by 1.

Creature Type. You are a Humanoid.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have swimming and climbing speeds equal to your walking speed.

Amphibious. You can breathe air and water.

Crab Aptitude. You gain proficiency with one of the following skills of your choice: Animal Handling, Athletics, Nature, Perception, Stealth, or Survival.

Thick Skinned. You gain a +1 bonus to your Armor Class.

Languages. You can speak, read, and write Common, Aquan, and one additional language of your choice.



CRAB ORC

Orcs are known for their incredible physical power and resilience. As they evolved to a more perfect, crablike form, orcs acquired the traits of the most powerful and resilient terrestrial crabs, boasting additional limbs, formidable claws, and the ability to regenerate flesh.

CRAB ORC TRAITS

As a crab orc, you have the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid.

Size. Your size is Medium.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Crustacean Claws. In addition to your normal limbs, you have a pair of oversized crab claws that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage. Immediately after you hit with an attack with a claw, you can attempt to grapple the target with it as a bonus action.

You can use your claws to do simple tasks such as lifting, dropping, holding, pushing, or pulling an object or a creature. Your claws can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Decapodian Stability. You have advantage on ability checks and saving throws you make to resist the prone condition.

Quick Recovery. When you spend a hit die to regain hit points and roll a 1, you can reroll that hit die. You must use the new roll.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Languages. You can speak, read, and write Common, Aquan, and Orc.

CRAB TIEFLING

The form of the crustacean is just as beneficial, if not more, in the lower planes as in the material. The adaptations that allow crabs to excel in the abyssal depths of the ocean floor amongst other marine animals find similar uses in the chthonic planes ruled by fiends.

CRAB TIEFLING TRAITS

As a crab tiefling, you have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your base walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Legacy of the Depths. You know the *resistance* cantrip. Once you reach 3rd level, you can cast the *armor of agathys* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *darkness* spell once. You must finish a long rest to cast these spells again with this trait. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Resistance of the Depths. You have resistance to cold damage and you naturally acclimate to great depths of water.

Languages. You can speak, read, and write Common, Aquan, and Infernal.

CRAB MONSTERS

SWARM OF CRABS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	12 (+1)	1 (-5)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 1/2 (100 XP)

Amphibious. The swarm can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crab. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit* 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer.

SWARM OF GIANT CRABS

Huge swarm of medium beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d12 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	1 (-5)	9 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 9

Languages –

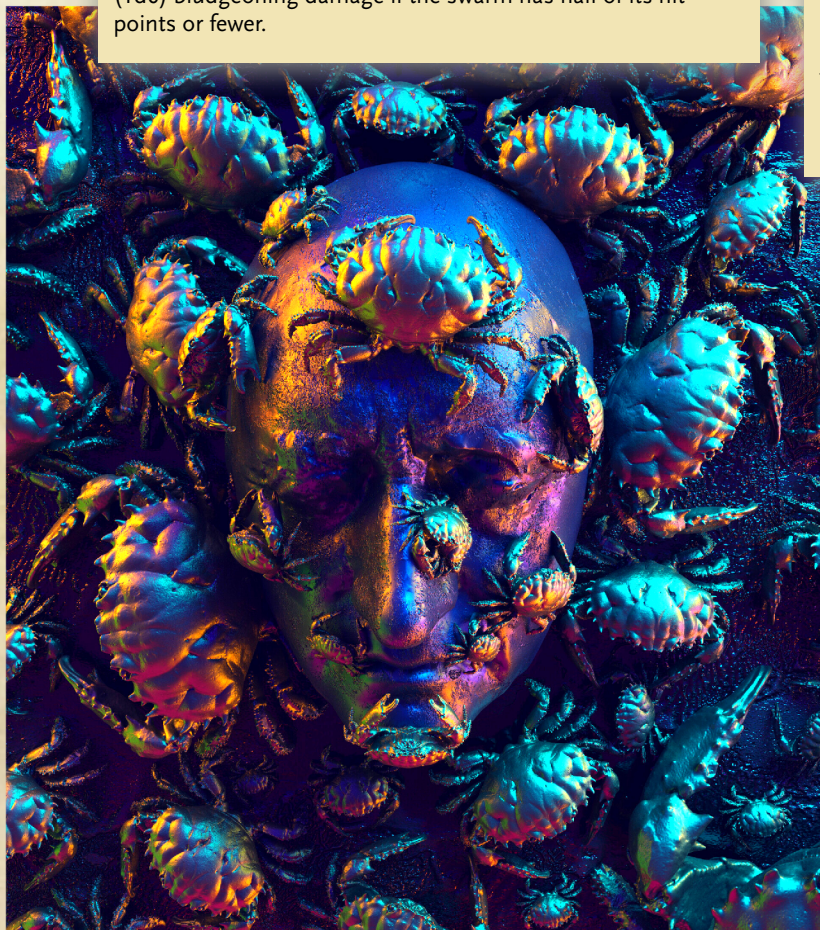
Challenge 6 (2,300 XP)

Amphibious. The swarm can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium crab. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit* 32 (8d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage if the swarm has half of its hit points or fewer. The target is grappled (escape DC 20, or escape DC 15 if the swarm has half of its hit points or fewer). The swarm can have up to 20 creatures grappled simultaneously, or up to 10 creatures if it has half of its hit points or fewer.



CRANIUM CRAB

Cranium crabs are akin to cranium rats, but much more capable due to the superiority of crabs. They are created by mind flayers suffusing crabs with psionic energy, increasing the intelligence of the crabs and awakening their latent psionic potential. When cranium crabs swarm, their intellects merge into a hive mind and their psionic abilities are greatly enhanced. Unfortunately, their enhanced intellect ruins their flavor.

CRANIUM CRAB

Tiny aberration, lawful evil

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	10 (+0)	8 (-1)

Senses blindsight 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 0 (10 XP)

Amphibious. The cranium crab can breathe air and water.

Telepathic Shroud. The cranium crab is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 1 bludgeoning damage.

BONUS ACTIONS

Illumination. The cranium crab sheds dim light from its brain in a 5-foot radius or extinguishes the light.

SWARM OF CRANIUM CRABS

Medium swarm of tiny aberrations, lawful evil

Armor Class 13 (natural armor)

Hit Points 93 (17d8 + 17)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Amphibious. The swarm can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crab. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer, plus 22 (5d8) psychic damage.

Spellcasting (Psionics). As long as it has more than half of its hit points remaining, the swarm casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *command*, *comprehend languages*, *detect thoughts*
1/day each: *confusion*, *dominate monster*

BONUS ACTIONS

Illumination. The cranium crab sheds dim light from its brain in a 5-foot radius or extinguishes the light.

DISPLACER CRAB

Six lower appendages for locomotion. Two upper appendages used for hunting and manipulating the environment. The displacer beast already has the body plan of the crab, merely requiring the growth of a protective shell and the spiked pads on the end of its tentacles forming into a more claw-like shape. Although the measly six legs relegates it to the likes of the false crabs instead of the robust eight legs of the glorious true crab, the displacer beast had a straightforward evolutionary path to the improved displacer crab.

DISPLACER CRAB

Large monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Amphibious. The crab can breathe air and water.

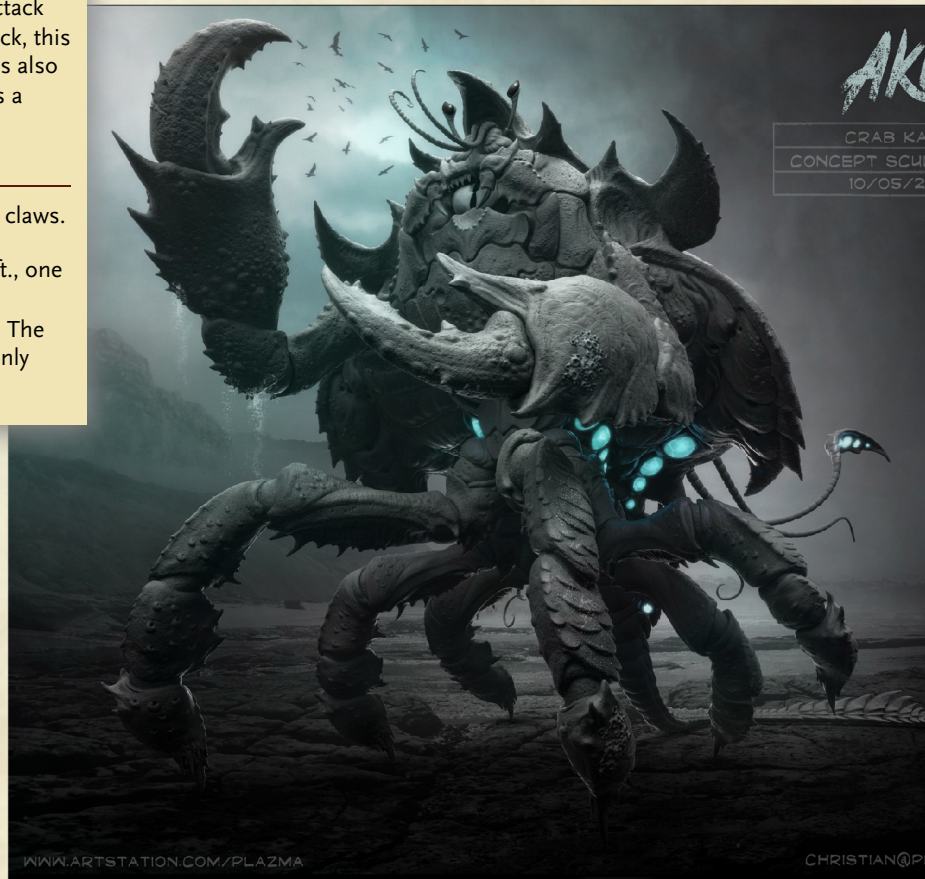
Avoidance. If the crab is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The crab projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer crab is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The crab makes two attacks with its tentacle claws.

Tentacle Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage. The target is grappled (escape DC 14). The crab has two tentacle claws, each of which can grapple only one target.



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DRAGON TURTLE CRAB

Despite rather significant changes to its body plan during its evolution, developing two large claws, many smaller legs, and alterations to its shell structure to enhance its mobility, the dragon turtle crab fills essentially the same niche as its dragon turtle forebear. It remains an aquatic predator incredible in size and might with the unquenchable draconic lust for treasure.



DRAGON TURTLE CRAB

Gargantuan dragon, neutral

Armor Class 21 (natural armor)

Hit Points 356 (23d20 + 115)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	20 (+5)	10 (0)	12 (+1)	12 (+1)

Saving Throws Dex +8, Con +11, Wis +7

Damage Resistances fire

Senses blindsight 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon turtle crab can breathe air and water.

ACTIONS

Multiattack. The dragon turtle crab makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15ft., one target. Hit 26 (3d12 + 7) piercing damage

Claw. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. Hit 16 (2d8 + 7) bludgeoning damage. The target is grappled (escape DC 21) The dragon turtle crab has two claws, each of which can grapple only one target.

Steam Breath (Recharge 5-6). The dragon turtle crab exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

CRAB DRIDER

There are two routes by which a crab drider can be created. The first is the evolution of the the fiercest of the driders. As they managed to survive over centuries and suffuse themselves with magic they were able to evolve, driven by both natural and supernatural forces, from a spider-like body to a crab-like body. The second is similar to how the original driders were created: by failing Lolth. Or more accurately, by failing Crabolth, as the former Queen of Spiders became once even the gods could no longer deny the crab.

CRAB DRIDER

Large monstrosity, chaotic evil

Armor Class 21 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	13 (+1)	14 (+2)	13 (+1)

Skills Perception +5, Stealth +9

Senses blindsight 120 ft., passive Perception 15

Languages Aquan, Elvish, Undercommon

Challenge 8 (3,900 XP)

Amphibious. The crab drider can breathe air and water.

Fey Ancestry. The crab drider has advantage on saving throws against being charmed, and magic can't put the crab drider to sleep

Innate Spellcasting. The crab drider's innate spellcasting ability is Wisdom (spell save DC 13). The crab drider can innately cast the following spells, requiring no material components:

At will: *poison spray* (2d12 damage), *shape water*

1/day each: *darkness*, *tidal wave*

Spider Climb. The crab drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The crab drider makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) piercing damage plus 18 (4d8) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 15). The crab drider has two claws, each of which can grapple only one target.

FLAIL CRAB

As the relentless hunt for flail snails for their multicolored antimagic shells increased over the years, the snails adapted to better defend themselves. They developed many small legs to support their weight and

increase their mobility. Their flail stalks gradually morphed into a more clawlike form that allowed the snails to fight back more dangerously as well as grapple their foes. They began to spend more time in semi-aquatic environs, using the water as an escape route. And thus, the flail snail became the flail crab.

FLAIL CRAB

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Antimagic Shell. The crab has advantage on saving throws against spells, and any creature making a spell attack against the crab has disadvantage on the attack roll. If the crab succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1–2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the crab, it has no effect on the crab and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4. No additional effect.

5–6. The crab's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the

crab must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Claws. The crab has five flail claws. Whenever the crab takes 10 damage or more on a single turn, one of its claws falls off. If even one claw remains, the crab regrows all dead ones within 1d4 days. If all its claws die, the crab retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the *regenerate* spell, can halt this dying process.

ACTIONS

Multiattack. The crab makes as many flail tentacle attacks as it has flail tentacles, all against the same target.

Flail Claw. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 13). Each claw can grapple only one target.

Scintillating Shell (Recharges after a Short or Long Rest). The crab's shell emits dazzling, colored light until the end of the crab's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the crab have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the crab when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

GELATINOUS CRAB

Gelatinous crabs were first created as a magical culinary experiment to combine the sweet flavor of crab meat with the acidity and texture of a gelatinous cube. Initial attempts showed great promise for creating the ultimate savory shellfish aspic, but one fateful misstep led to the creation of a sentient crustacean-ooze hybrid. Once it inevitably escaped from the test kitchen, the rise of the gelatinous crabs was unstoppable.

GELATINOUS CRAB

Medium ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	17 (+4)	1 (-5)	9 (-1)	3 (-4)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 2 (450 XP)

Amphibious. The crab can breathe air and water.

Transparent. Even when the crab is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a crab that has neither moved nor attacked. A creature that tries to enter the crab's space while unaware of the crab is surprised by the crab.

ACTIONS

Ooze Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) bludgeoning damage plus 10 (3d6) acid damage. The target is grappled (escape DC 11). At the start of each of its turns, the crab automatically deals 10 (3d6) acid damage to each creature it is grappling.

OWLBEARCRAB

Much like the owlbear, the origins of the owlbearcrab are uncertain. Scholars believe that they were most likely created as an act of one-upmanship by a mad wizard who was a rival of the mad wizard that created the owlbear, and who was almost immediately slain by their creation.

OWLBEARCRAB

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses blindsight 30 ft., passive Perception 13

Languages –

Challenge 4 (1,100 XP)

Amphibious. The owlbearcrab can breathe air and water.

Keen Sight and Smell. The owlbearcrab has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbearcrab makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 5) bludgeoning damage. The target is grappled (escape DC 15). The owlbearcrab has two claws, each of which can grapple only one target.

PHASE CRAB

It's like a phase spider, but instead of a spider, it's a crab. You get it.

PHASE CRAB

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +7

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amphibious. The crab can breathe air and water.

Spider Climb. The crab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12). The crab has two claws, each of which can grapple only one target.

BONUS ACTIONS

Ethereal Jaunt. The crab can magically shift from the Material Plane to the Ethereal Plane, bringing anything it is wearing or carrying and any creatures it is grappling, or vice versa.



UMBER HULK CRAB

Occasionally, umber hulks would burrow far enough up from their homes deep below the earth to reach seafloors and pockets of groundwater. When they did, they discovered that the water attracted many other creatures upon which the umber hulks could feed. Over time, to take better advantage of their newfound aquatic food source, the umber hulk adapted to a form mimicking the greatest of all aquatic creatures: the crab.



UMBER HULK CRAB

Large monstrosity, chaotic evil

Armor Class 20 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK, Aquan

Challenge 7 (3,900 XP)

Amphibious. The umber hulk crab can breathe air and water.

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk crab and is able to see the umber hulk crab's eyes, the umber hulk crab can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk crab is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk crab until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk crab in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 5-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk crab makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12 (2d6 + 5) bludgeoning damage. The target is grappled (escape DC 16). The umber hulk crab has two claws, each of which can grapple only one target.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 16 (2d10 + 5) slashing damage.